

ABSTRACT

Network systems and processes for delivery of electronic content to recipient processors may be configured to facilitate the delivery of relatively large content items and/or a relatively large number of content items. In one example, a movie rental system and process delivers (downloads) movie files to customers across the Internet. System network architecture includes three or more layers of servers, including a main server supporting an interface for recipient processors to request content items, a plurality of parent servers, and a plurality of edge servers. Edge servers are distributed throughout a region in which the system provides content delivery services to recipient processors. Parent servers, spaced across the service region, support edge servers. A copy of each content item available through the service is distributed from the main server to each parent servers for storage. Parent servers distribute content to edges servers, pursuant to instructions from the main server or requests from the edge servers. The main server receives and processes requests for content items from recipient processors and directs recipient processors to edge servers for obtaining requested content items. The main server also authenticates licenses and publishes rules for the distribution of content items.